المراجعة رقم (1)









Chapter one: Problem Solving

Problem definition:
Problem is a situation that requires a solution or an objective you want to achieve through following consecutive steps sequentially.

Problem solving:
Problem Solving is the steps, activities, and processes to be done to reach an output or objective.

Problem solving:

Problem Solving is the steps, activities, and processes to be done to reach an output or objective.

Problem solving stages:

(1) **Problem Definition**
Identification of required outputs, available inputs and, arithmetic and logical operations to be executed.

(2) **Algorithm Preparation**
Algorithm is one of the methods used to solve a problem through logically arranged procedures (Flowchart).

(3) **Program Design**
we have to translate this flowchart into one of the programming language

(4) **Program Testing**
We cannot detect errors unless we begin entering data to the program with previously known results; and compare the results of the current.

(5) Documentation
is done to have the program documented to go back for feedback and correction. This documentation is beneficial when more than one person participates in writing or modifying the program.

Flowchart
It is a diagram that uses standard graphical symbols to illustrate the sequence of steps required for solving a problem or specific question.

Some advantages of Flowcharts:

- Facilitating the reading and understanding of the problem and illustrating to the programmer what must be done.
- Useful to explain the program to others
- helping in documenting the program in better manner, especially if the program is complicated

The most commonly used symbols as shown in the table:

Significance	Symbol
Terminal	(oval)
(input & output)	(parallelogram)
(process)	(rectangle)
(Decision)	(diamond)
(Flow lines)	↓ → ↑ ←



To construct a flowchart, we should consider the following:

1. The flowchart should start with the Start symbol and end with the End symbol.
2. A,B,C are variable names .The variable refers to a memory storage that holds a value.
3. Equation: C =A+B, indicates the sum of the value of A, to the value of B, and stores the result in C.
4. Entering values in A and B is done by using the term "Enter", inside a parallelogram, like "Read" or "Input".
5. The sum equation is written inside the rectangle, as it represents an arithmetic operation.
6. The output is expressed with a parallelogram using the term "Output", we can also use another term like "Print" or "output".

Note that flow line ↓ shows the order of an Algorithm.

Chapter Two: Introduction to Visual Basic.net

The language of visual Basic .net:

It is one of the high level programming languages and designed to be easy to learn as its commands and instructions use English language vocabulary and it can be used in many applications such as:

1- Windows applications
2- Web applications
3- Mobile Application

Programming and computer memory:

Commands and instructions which are written in Visual Basic.net enable you to create objects in computer memory and every object has:

1- **Properties** such as (size-colour- font) of the text written on the program interface.
2- **Events** such as click on a command button.
3- **Procedures**, each one contains commands and instructions which are carried out when calling this procedure.

So, the Visual Basic.net is considered:

Object oriented as its programs work through objects in computer Memory.

Event Driven as commands and instructions are carried out as soon as certain event occurs.

The language of visual basic .net and framework.Net:

The Framework.Net provides the following:

* **Libraries** through which we create the objects.
* **Runtime** environment (called Runtime) in computer memory where Applications produced by the language of Visual Basic.net language work in.
* **Compilers** which compile commands and instructions written in Programming language into machine code which the Computer deals with.

Visual Basic .Net IDE:

The programmer of Visual Basic.net needs Integrated Development Environment (IDE) which provides tools and merits to the programmer that help him create applications (windows – mobile – web…..). Visual Studio represents IDE.

Form:

The form is the interface which the user deals with through different controls such as Button, Textbox, label……etc.

Form window before putting controls Form window after putting controls

Toolbox Window:

It contains tools of controls which can be put on the Form and can be shown in categories in the following Figure



Some of these categories include:

1. Common Controls
2. Menus & Toolbars
3. Properties Window

Each tool of the above Common Controls has a group of properties which can be adjusted through "Properties Window" as shown in this Figure:

Solution Explorer

There is a list of folders and files of the projects in this part as shown in this Figure:

Chapter Three: Controls

1. Form

The Form has many properties which share in defining the form of program screen we want to create. Here **are some properties of the Form:**

N	Property Name	Function
1	Name	Name of Form used in Code Window
2	Text	The appeared Text on the title bar of the Window
3	Backcolor	The background color of the Form.
4	Right to Left	The direction of Controls on the form Window From Right to Left.
5	Right to Left layout	The layout of Controls on the Form from right to left
6	MinimizeBox	It controls the appearance or disappearance of MinimizeBox of Form Window
7	MaximizeBox	It controls the appearance or disappearance of MaximizeBox of Form Window
8	ControlBox	It controls the appearance or disappearance of ControlBox of Form Window
9	FormBorderStyle	The Border style of Form Window
10	WindowState	It defines the Window State of the Form (Maximizing, Minimizing or normal)

- There are common properties among different Controls such as (Name-Text – Forecolor – Backcolor - Right To Left…….etc.)
- There are properties of the form, if they are set, they are applied to Controls which are placed on this Form such as font and ForeColor properties
- When you set some properties, the effect of setting appears directly on the Form in design mode of the program
- There are some properties which their effect doesn't appear on Controls until you set some other properties , for example the Right to Left Layout property doesn't work unless the value Right to Left equals Yes
- The default value of the property (Text) and the property (Name) is the same and it is (Form1)
- There are some properties which their effect doesn't appear on the Form or Controls until you run the program
- The other Controls may have the same properties mentioned above, so they won't be repeated again when we studying these other controls once more

2. Button

It is one of Controls which can be placed on the Form. When you click it, it does a certain task.

Some distinctive properties of Command Button:

N	Property Name	Function
1	Location	The location of placing Button on the Form.
2	Size	Defining the height and width of Button on the Form.
3	Text	The appeared Text on the Button
4	BackColor	Choosing the backColor of the Button.

5	Font	Defining (shape ,size and style) of the Text font appeared on the Button.
6	ForeColor	Choosing the ForeColor to the appeared Text on the Button

3. Label

It is a tool used in showing a Text on the Form Window which can't be changed during program Runtime.

Some distinctive properties of the Label:

N	Property Name	Function
1	AutoSize	The Size of the Label is defined automatically according to the written Text if the Value of property equals true.
2	BorderStyle	Choosing the Border Style of the Label

4. TextBox

It is a tool used to insert (input) data from the user during program run time.

Some distinctive properties of the Textbox:

N	Property Name	Function
1	Maxlength	It defines the maximum number of letters which can be inserted in the TextBox
2	PasswordChar	It defines a symbol used instead of written text in case we have a password.
3	Multiline	Allows multiple lines within the text box control tool.

5-ListBox

It shows a list of items.

Some distinctive properties of ListBox:

N	Property Name	Function
1	Items	A group of items shown in the ListBox
2	Sorted	It defines whether the elements in the list are sorted or not.
3	selectionMode	It defines whether it is possible to choose one item or more shown in the ListBox.

6. ComboBox

A ComboBox control displays a drop-down list from which one item can be selected.

Some distinctive properties of the ComboBox:

N	Property Name	Function
1	Items	A group of items which are shown in comboBox.
2	AutoCompleteSource	It is a source of suggested items to select from.
3	AutoCompleteMode	It defines the method of list completing process.

7. GroupBox

Is used to group other controls of same function together on the Form window.

Text – Forecolor - RightToLeft

8. RadioButton

The program user selects one alternative only.

Some distinctive properties of the RadioButton:

N	Property Name	Function
1	Checked	It shows whether RadioButton has been chosen or not.
2	Text	It is the Text shown on RadioButton

9. CheckBox

It is used for placing some alternatives to enable the user to select one CheckBox or more as shown in Figure:



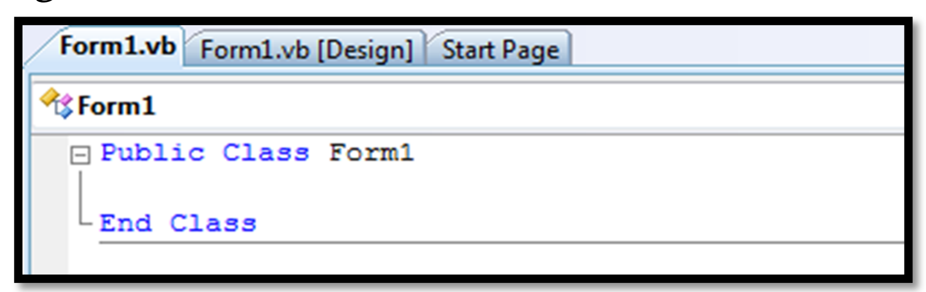
Chapter Four: Code Window

Visual Basic.NET language provides a window through which we can write instructions and codes of the program called (code window)

<u>To open the (Code Window) of (Form1) perform the following:</u>

1. Make sure that the window Form is active
2. From the keyboard press (F7)

<u>The Code window is displayed as shown in the following figure:</u>



<u>Code Window</u>

1. Name of the file where codes are saved
2. Name of the file where the Form window interface is saved
3. The declaration of Class; its name is (Form1)
4. Space between two lines; to type codes for the Class (Form1)
5. The end of the class (form 1)

<u>Event Handler</u>

It's a procedure which contains a code that is carried out when a corresponding event occurs.

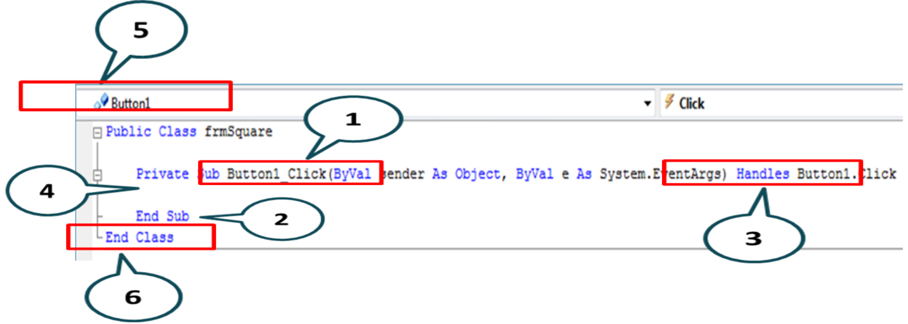
<u>To create Event Handler do the following steps:</u>

In the (Solution Explorer) window, right click the file (Form1.vb) and, select (View Code) from the context menu as shown in this figure:

(1) A drop-down menu of (Class Names) that displays the names of controls on the form.

(2) A drop-down menu of (Method Names) or events; associated with the item selected from the (Class Names) menu.

<u>Event Handler</u>



(1) The procedure name composed of (object name, event name).

(2) End of procedure line.

(3)) What causes the call of the procedure (event occurrence) .

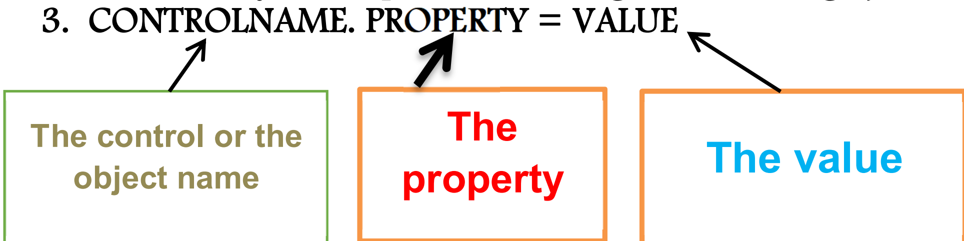
(4) Between the two lines shown; the code that will be executed on calling the procedure is written after the occurrence of the (Event).

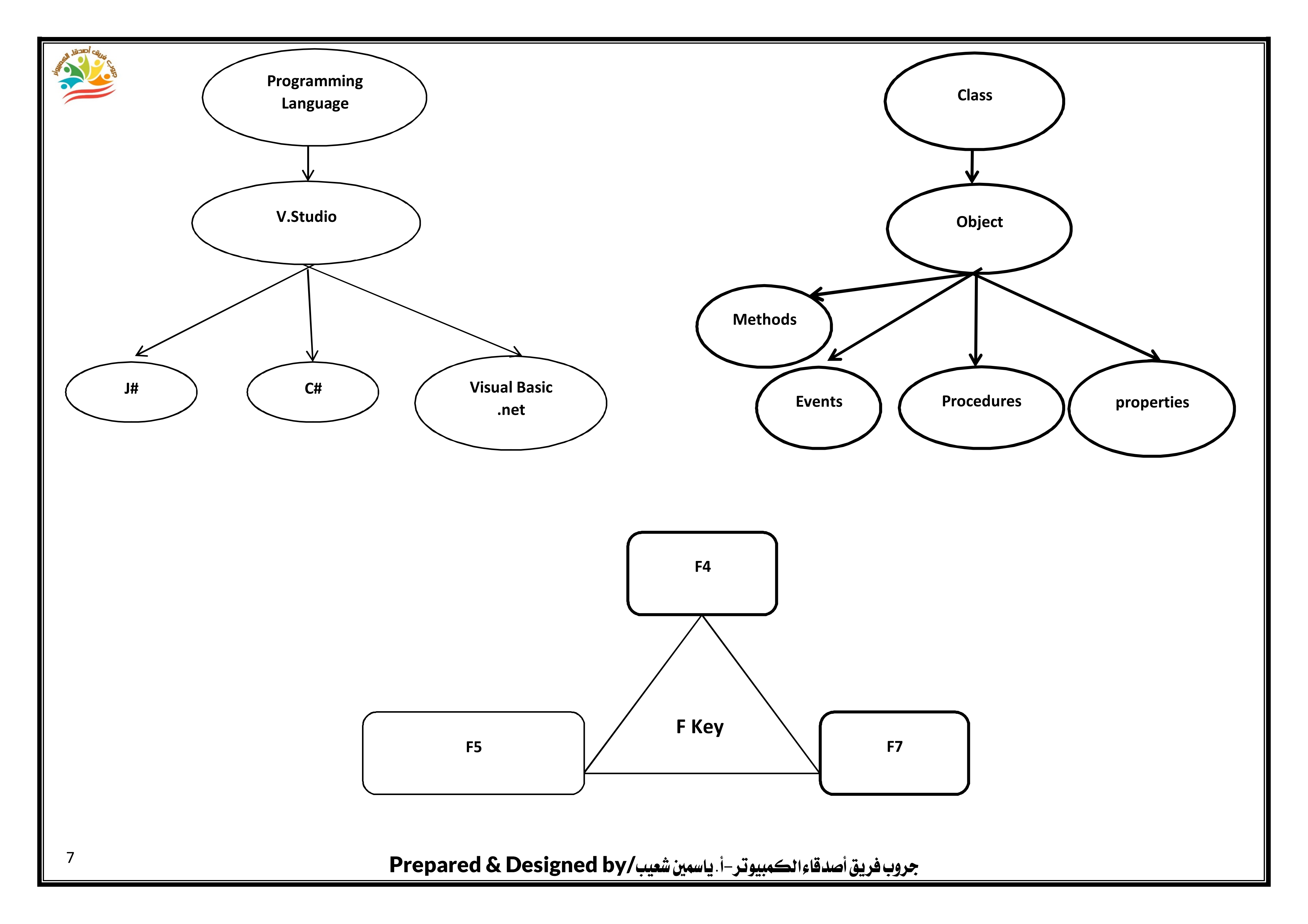
(5) The declaration of the class line (frmSquare).

(6) The end of (class) line.

<u>Setting the (Properties) programmatically</u>

1. In chapter 3, we have already set the properties through properties window.
2. You can adjust the properties using the following syntax:
3. CONTROLNAME. PROPERTY = VALUE




Programming Language
V.Studio
J#
C#
Visual Basic .net
Class
Object
Methods
Events
Procedures
properties
F4
F Key
F5
F7





كيفية طباعة صفحات معينة من ملف معين

مثلا ازاى نطبع الصفحات من صفحة 4 الى صفحة 9

خطوة 1

خطوة 2
اختيار اسم الطابعة بتاعتك

خطوة 3
كتابة الصفحات المراد طباعتها
نكتب رقم 4 ثم نكتب الشرطة دي – ثم نكتب 9

خطوة 4
اختيار نوع الورق

خطوة 5
اختيار A4

خطوة 6

المراجعة رقم (2)







Topic 1

Put (√) or (X) :

1. Flowcharts use standard symbols and lines to represent a problem algorithm. ( )
2. You can use any Geometric shape to represent Algorithm when drawing flowcharts. ( )
3. The symbol (rounded rectangle) is used to represent start and end of flowchart ( )
4. The rectangle symbol (rectangle) is used to represent the data input operation. ( )
5. The symbol (diamond) is used to represent a decision process in flowcharts. ( )
6. The problem means that an objective or output is required to reach. ( )
7. Preparing a cup of tea is an example of a problem. ( )
8. Problem solving is the steps, activities, and processes to be done to reach an output or objective. ( )
9. The program documentation is a set of procedures arranged logically for solving a specific problem. ( )
10. The program testing is writing down all the steps taken to solve a problem. ( )
11. Documenting the program means making sure that the program is free of errors. ( )
12. Algorithm is a set of procedures arranged logically for solving a specific problem. ( )
13. The program documentation is writing down all the steps taken to solve a problem. ( )
14. Testing the program means making sure that the program is free of errors. ( )
15. Flowcharts are diagram representations which depend on drawing some standard symbols to clarify the order of procedures to solve a problem. ( )
16. Flowcharts help to facilitate understanding of the problem, analyses and convert it to a program. ( )

Choose the appropriate answer to complete each phrase of the following:

1- Steps, activities and procedures to be done to reach an objective or an output - can be called:

a. problem definition b. problem c. problem solving

2- On drawing flowcharts we use:

a. standard symbols and lines b. all geometric figures c. one geometric figure

3- A set of procedures arranged logically for solving a specific problem – can be called:

a. problem b. algorithm c. program testing

4- Making sure that the program is free of errors – can be called:

a. program testing b. program documentation c. algorithm

5-Writing down all the steps taken to solve a problem errors – can be called:

a. program documentation b. program testing c. flowcharts

6- Problem-solving includes many terminologies, the terminology that expresses the Preparation of a cup juice is:

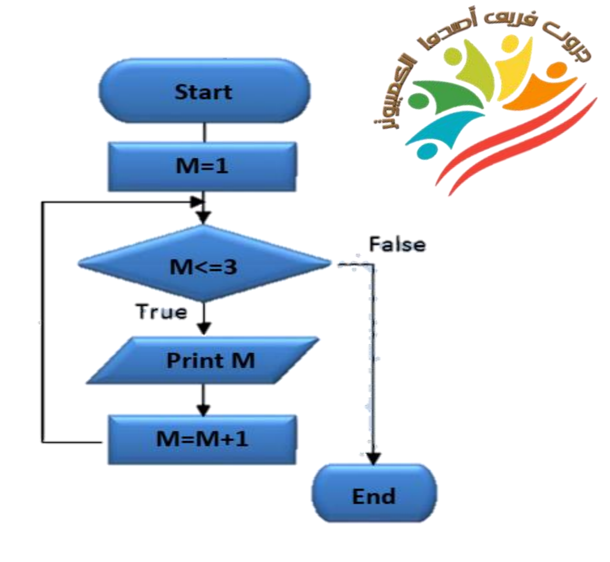
a. Flowchart b. algorithm c. problem

7- Problem-solving approach includes many of the terminologies, the terminology that expresses the mathematical problem is:

a. Algorithm b. problem c. program design

8- A diagrammatic representation that depends on drawing some standard symbols to clarify the order of procedures to solve a problem can be called:

a. Problem b. algorithm c. flowchart



9- In the following flowchart:

A-The number of iterations (print the value of M) is:

a- 2 b- 3 c- 4

B-In Flowchart of the previous question, the value of M after the end of the iterative loop equals:

a. 2 b- 3 c- 4

Topic 2

Put (√) or (X) :

1. The VB.net language is one of the high level languages. ( )
2. The VB.net language is one of Event Driven languages. ( )
3. The VB.net language is the only high level language. ( )
4. The VB.net language is considered a high level language because it is easy to learn. ( )
5. The VB.net language is used in producing Windows applications and Web applications ( )
6. The VB.net language is used in producing Web applications only. ( )
7. The VB.net language can't be used in producing Windows applications ( )
8. Every Object is characterized by certain properties and certain behavior when a certain event occurs on it. **Enrichment** ( )
9. Events and procedures which belong to any object in VB.net language are called properties. **Enrichment** ( )
10. The name, the size and color of an object are all samples of events that can occur to the object in VB.net language. **Enrichment** ( )
11. The name, the size and color of an object are all samples of properties of some objects in VB.net language. **Enrichment** ( )
12. The Events are the commands and instructions which are carried out when a certain procedure occurs to the object in VB.net language. **Enrichment** ( )
13. The procedures are the commands and instructions which are carried out when a certain procedure occurs to the object in VB.net language. **Enrichment** ( )
14. Pressing click and D-click are samples of some events that can occur to an object in VB.net language. **Enrichment** ( )
15. Framework.net contains Compilers, libraries and runtime environment ( )
16. Compilers in Framework. Net are considered the environment of runtime for applications which are produced in VB.net language. ( )

17 Compilers are programmers that translate commands and instructions written by the programmer from the high level language into machine language. ( )

18 Object Oriented Programming Languages are the languages that work through objects in memory. ( )

19 All programming languages which carry out a group of commands and instructions are considered as Event Driven languages. ( )

20 Visual Studio is considered IDE because it includes a group of tools, elements and characteristics necessary to produce applications. ( )

Second: Choose the correct answer to complete each statement

1-Object Oriented programming language depends on:

a- using Windows applications.

b- Using Web applications

c- Objects in computer memory.

2-You can produce Windows applications or Web applications by using:

a- Objects in computer memory

b- VB.net language

c- Properties and Events

3- Characteristics which describe the object such as size, name and color are called:

Enrichment

a- Properties b- procedures c- Events

4-Click on Button is: Enrichment

a- property b- procedure c- Event

5-Commands and instructions which we want to carry out are called: Enrichment

a –properties b –producers c - Events



6- The Properties term refers to: Enrichment

a- Features that describe the object.

b- Events that can occur to the object.

c- Commands and instructions that are carried out.

7-The Events term refers to: Enrichment

a- properties that describe the object. b- Events that can occur to the object.

c- Commands and instructions that are carried out.

8-The Procedures term refers to: Enrichment

a- properties that describe the object.

b- Events that can occur to the object.

c- Commands and instructions that are carried out.

9-libraries, Compilers and Environment of runtime of applications are the most important components of:

a- Object Oriented. b- Event Driven. c- .Net Framework

10- IDE is called:

a- Visual Basic.net b- Visual Studio. c- .Net Framework



Topic 3

Put (√) or (X) :

1. The function of the property Right-To-Left of the Form is to define the direction of Controls from right to left. (   )
2. The function of the property Right-To-Left of the Form is to define the state of the Form on the screen in a position of Maximizing or Minimizing. (   )
3. Setting the property Control Box of the Form can control the Form in a position of Maximizing during program runtime. (   )
4. The property "Name" is used in showing a certain Text in the title bar of user window a name of the window. (   )
5. The property Text is used in showing a certain text the title bar of user window. (   )
6. Setting some properties of the Form is applied to Controls which are placed on the Form. (   )
7. The effect of setting the Window State property of the form appears only in runtime Mode (   )
8. You can change the location of Command Button on the Form through Size property. (   )
9. You can change the location of Command Button on the Form through Location property. (   )
10. Placing Controls automatically on the Form on the co-ordinate (0-0) is in the middle of the Form. (   )
11. You can change the size of Label manually if Auto Size=true (   )
12. You can change the size of Label manually if Auto Size=false (   )
13. "Textbox control tool: is the only tool which has the property password Chart (   )
14. "Textbox control tool: is the only tool which has the property Auto Size (   )
15. List Box and Combo Box share in "Items" property. (   )
16. List Box and Combo Box share in " Suggest " property (   )
17. Group Box is the tool used in containg a group of controls, these controls have the same function on the Form. (   )

18 List Box is the tool used in containing a group of controls, these controls have the same function on the Form. (   )

19 Checkbox can be used on the Form to choose the Gender of student male or female. (   )

20 Combo box is the control tool that allows the user to choose one element of several elements in the smallest possible space on the form window (   )

Second: Choose the correct answer to complete each statement:

1- The function of "Right to Left" property of the Form is:

a- define the direction of Control tools from Right to Left.

b- define whether the layout of Control Tools on the Form is from Right to Left.

c- define the state of the window in a state of maximizing or minimizing.

2- Control Box property of the Form is helping to:

a- showing or hiding of Maximizing Box.

b- Control the appearance of the Form whether it is in a position of Minimizing / Maximizing /Normal.

C- Control the appearance or disappearance of Control Box in the Form.

3-The used property in showing a certain Text on the title bar of a Form is :

a- Name b-Text c-FormBorderStyle

4-On setting some properties of the Form, they are applied on Control Tools Which are placed on the Form (one of them is):

a-Name b-Forecolor c-Text

5-The effect of setting this property doesn't appear unless in runtime mode (This property is):

a-FormBorderStyle b-Window State c-Right-to-left

6-The property which is responsible for the size, shape and effect of the Text font shown on the Button is :

a-Back color b-Forecolor c-Font

7-You can change the position of the Button on the Form through the following processes except for:

A-drag and drop by the mouse

b-setting Size property

c-setting Location property

8-You can change the position of the Button on the Form through:

a-setting Location property

b-setting Size property

c-the eight squares around the Button

9-On inserting any Control Tool by pressing D-Click from the Toolbox on the Form , the appropriate place to be shown is :

a -coordinate (0, 0) b- the middle of the Form

c- the position of Control Tool is different according to the size of the Form

10-The size of Label is defined automatically on the Form if the property is:

a-Auto Size = False b- Border Style= Fixed Single c- Auto Size=True.

11-You can change the size of control "Label" manually if the property is :

a- Auto Size = False- b- Border Style= Fixed Single c- Auto Size=True-

12-The following properties belong to Textbox except for:

a-Auto Size b-Multiline c-Max Length

13-The Object Textbox is marked by one property:

a-Auto Size b-Name c-Password Chart

14-The right value which can be used to set the Password Chart of the Textbox is:

a-Pw b-True c-*

15-The List Box and Combo Box share in this property:

a-Suggest b-Item c-Selection Mode

16-The Control Tool which is used in containing a group of controls that have the same function on the Form is:

a-Combo Box b-List Box c-Group Box

17-The Control tool which can be used on the Form to choose Gender of the student "male “or "female" is:

a-Radio Button b-Checkbox c-Textbox

18-The Control Tool which can be used on the Form and allows the user to choose more than one alternatives is :

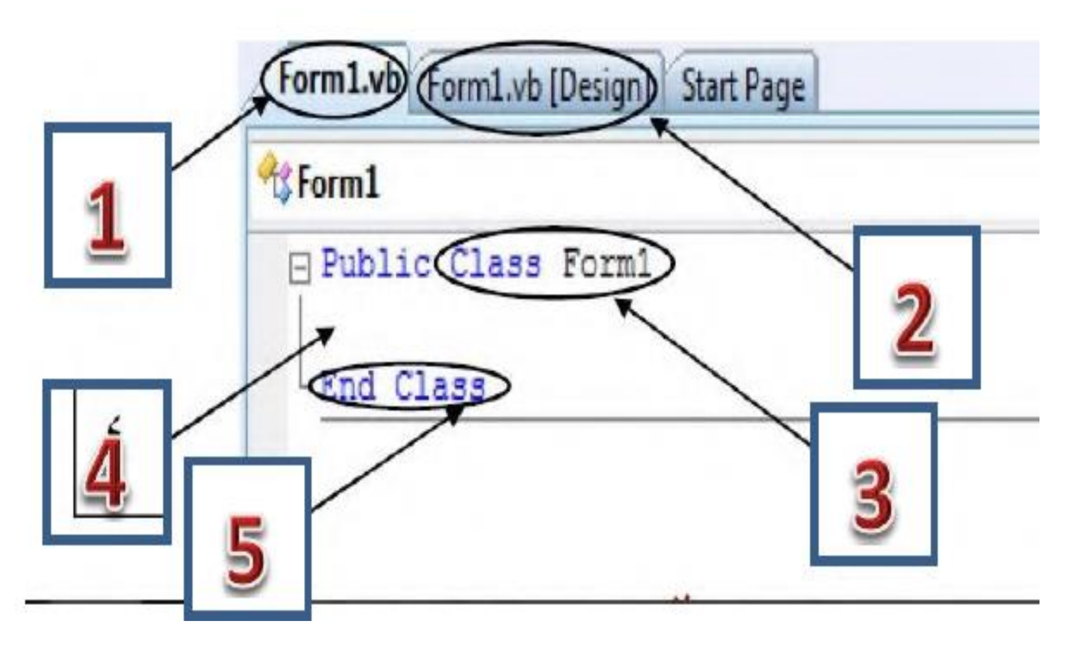
a-Radio Button b-Group Box c-Checkbox

19-The Control Tool which allows the user to choose one item of 15 in the smallest possible area on the Form is:

a-Combo Box b-List Box c-Radio Box

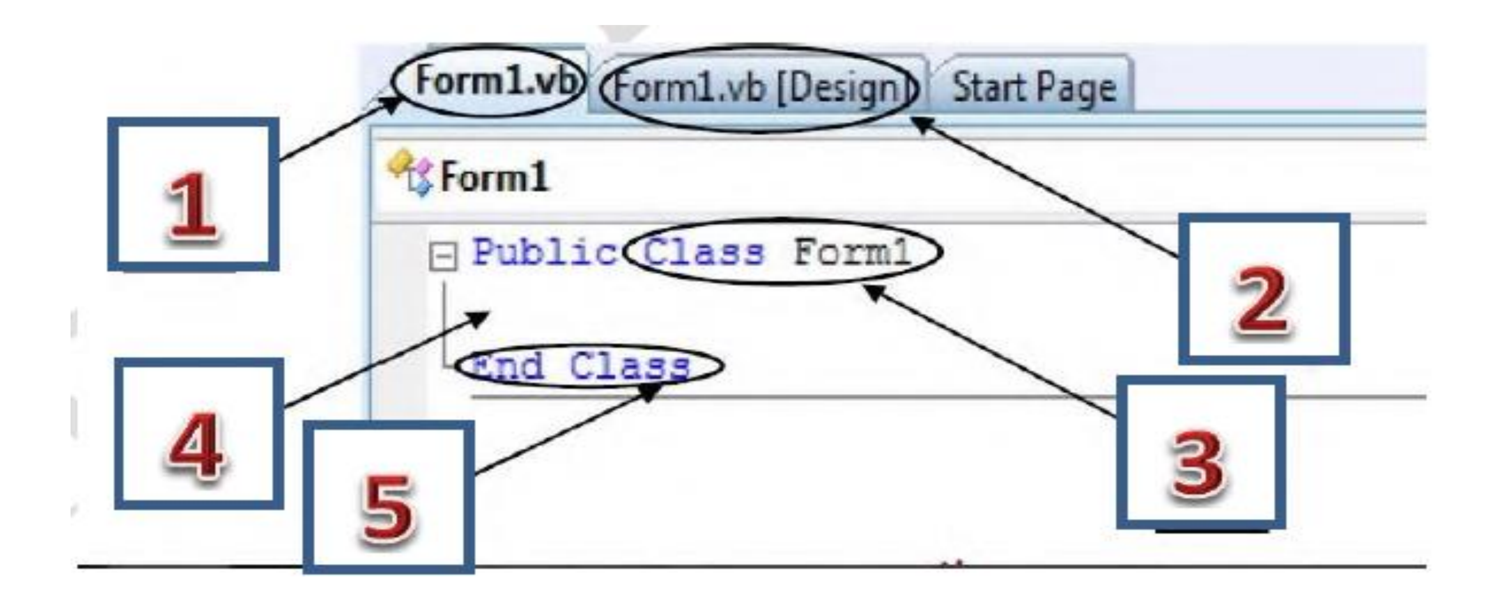
Topic 4

First question: Complete the table with numbers (1) to (5), using the following screen to indicate what each number refers to:



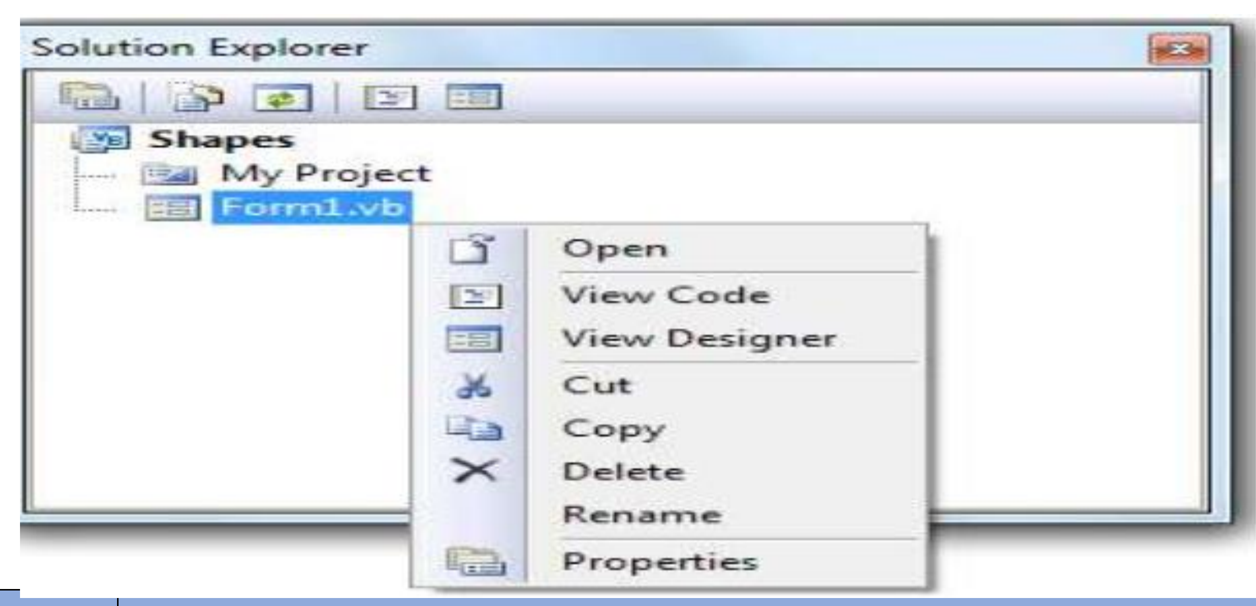
Number	Refers to
(....................)	End of the class
(....................)	Where to write the code for the class.
(....................)	The name of the file where the Form interface design is saved.
(....................)	The name of the file where the code is saved.
(....................)	The beginning of the class.

Second question: Complete the solutions using the following screen:



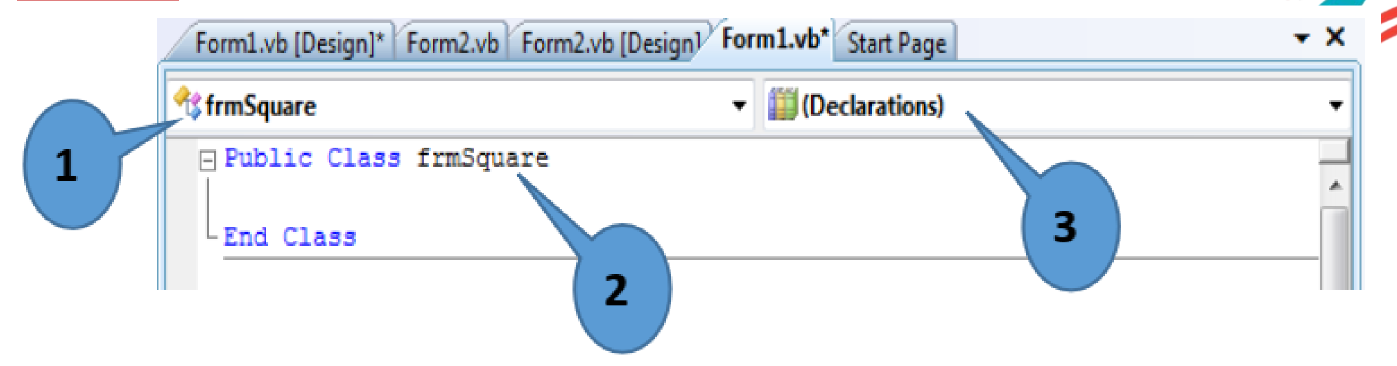
Number	Refers to
(1)	....
(2)	....
(3)	....
(4)	....
(5)	....

Third question : Complete the solutions using the following screen:



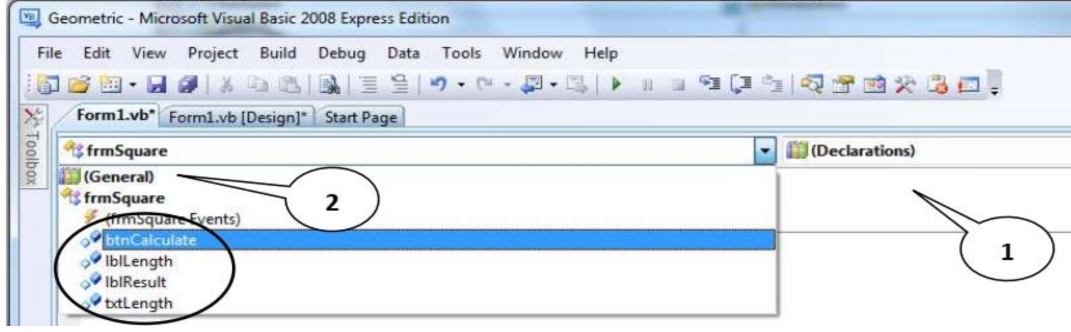
Number	Refers to
(1)	The name of the solution is …………………………………………………………………..
(2)	The name of the project is …………………………………………………………………..
(3)	We can enter the code window more than one way, through: • Command ………………………… In the shortcut menu. • Function key ………………………
(4)	The purpose of the properties in the shortcut menu is ………

Fourth question : Complete the table using the following screen:



Number	Refers to
(1)	....
(2)	....
(3)	....

Fifth question : Complete the table using the following screenshot:



1-Number (1) refers to..

2-The number (2) refers to..

3-Mention three different controls on the previous screen

.... ,................................... ,.............................. ....

4-The name of the class is...

Sixth question : Answer the questions using the following screenshot:



1- Write three different events from the previous screen

- ....

- ....

- ....

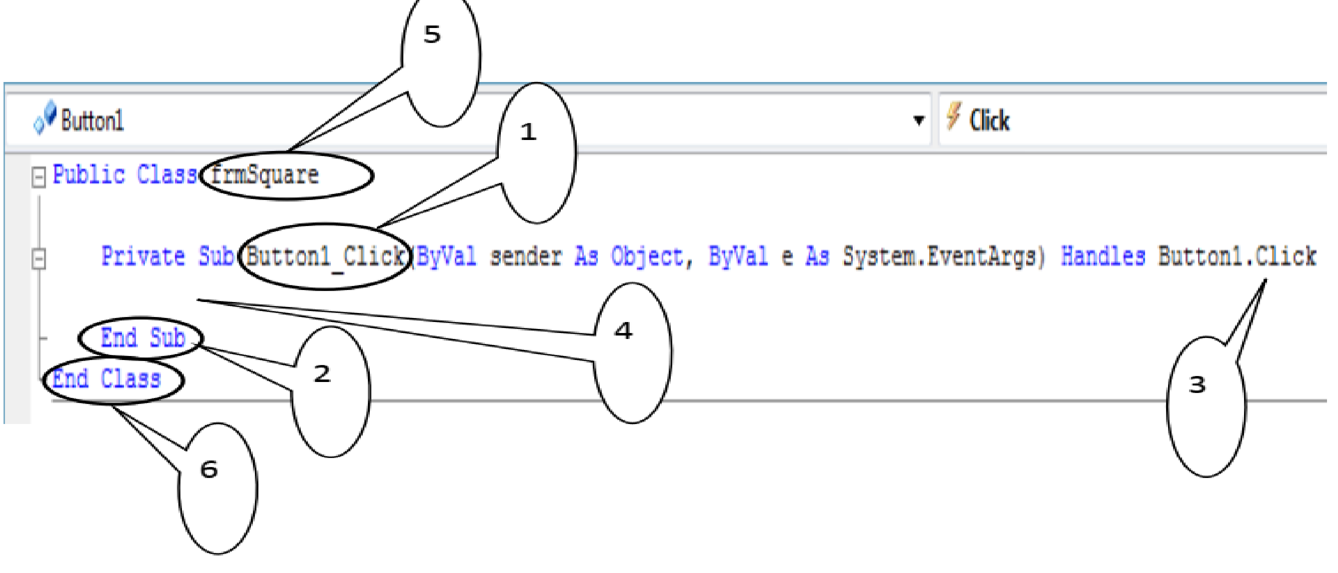
2- frmSquare refers to ....

3- The events shown in the window are for the control tool ....

4- The name of the active tab in the window is ....



7 : Complete the following using the following screen:



1-……………………………………………………………………

2-……………………………………………………………………

3-……………………………………………………………………

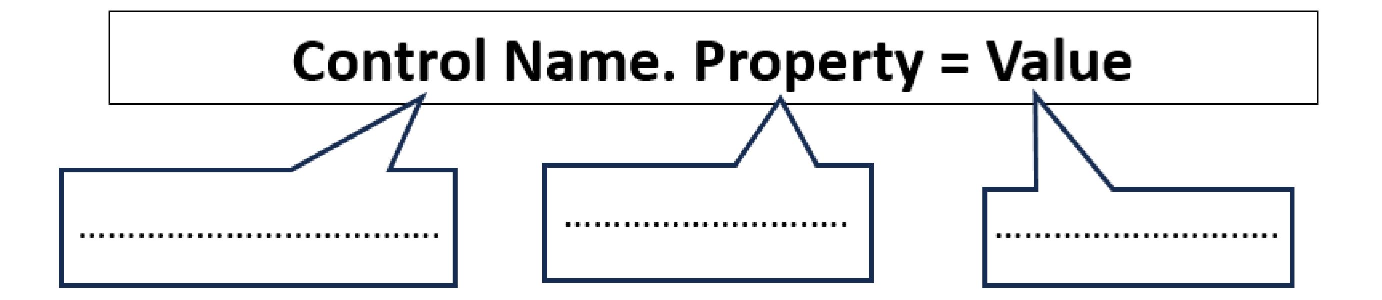
4-……………………………………………………………………

5-……………………………………………………………………

6-……………………………………………………………………



8 : Explain the components of the general syntax for a command to programmatically set the properties of controllers:



9 : Explain the following code in light of the controls' properties:

1-Button2 .Text = " End"

....

2-2-Label1 .Auto Size = " True"

....

Topic 1

Put (√) or (X) :

1 Flowcharts use standard symbols and lines to represent a problem algorithm. (√)

2 You can use any Geometric shape to represent Algorithm when drawing flowcharts. (X)

3 The symbol [rounded rectangle] is used to represent start and end of flowchart (√)

4 The rectangle symbol [rectangle] is used to represent the data input operation. (X)

5 The symbol [diamond] is used to represent a decision process in flowcharts. (√)

6 The problem means that an objective or output is required to reach. (√)

7 Preparing a cup of tea is an example of a problem. (√)

8 Problem solving is the steps, activities, and processes to be done to reach an output or objective. (√)

9 The program documentation is a set of procedures arranged logically for solving a specific problem. (X)

10 The program testing is writing down all the steps taken to solve a problem. (X)

11 Documenting the program means making sure that the program is free of errors. (X)

12 Algorithm is a set of procedures arranged logically for solving a specific problem. (√)

13 The program documentation is writing down all the steps taken to solve a problem. (√)

14 Testing the program means making sure that the program is free of errors. (√)

15 Flowcharts are diagram representations which depend on drawing some standard symbols to clarify the order of procedures to solve a problem. (√)

16 Flowcharts help to facilitate understanding of the problem, analyses and convert it to a program. (√)

Choose the appropriate answer to complete each phrase of the following:

1- Steps, activities and procedures to be done to reach an objective or an output - can be called:

a. problem definition b. problem c. **problem solving**

2- On drawing flowcharts we use:

a. **standard symbols and lines** b. all geometric figures c. one geometric figure

3- A set of procedures arranged logically for solving a specific problem – can be called:

a. problem b. **algorithm** c. program testing

4- Making sure that the program is free of errors – can be called:

a. **program testing** b. program documentation c. algorithm

5-Writing down all the steps taken to solve a problem errors – can be called:

a. **program documentation** b. program testing c. flowcharts

6- Problem-solving includes many terminologies, the terminology that expresses the Preparation of a cup juice is:

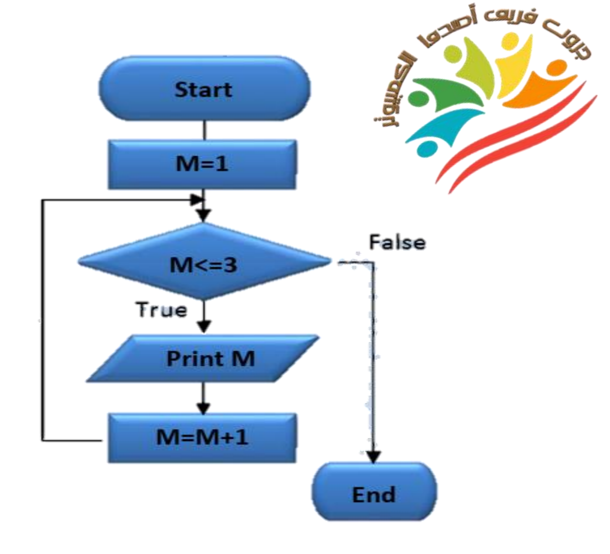
a. Flowchart b. **algorithm** c. problem

7- Problem-solving approach includes many of the terminologies, the terminology that expresses the mathematical problem is:

a. **Algorithm** b. problem c. program design

8- A diagrammatic representation that depends on drawing some standard symbols to clarify the order of procedures to solve a problem can be called:

a. Problem b. algorithm c. **flowchart**



9- In the following flowchart:

A-The number of iterations (print the value of M) is:

a- 2 b- **3** c- 4

B-In Flowchart of the previous question, the value of M after the end of the iterative loop equals:

a. 2 b- 3 c- **4**



Topic 2

Put (√) or (X) :

1	The VB.net language is one of the high level languages.	(√)
2	The VB.net language is one of Event Driven languages.	(√)
3	The VB.net language is the only high level language.	(X)
4	The VB.net language is considered a high level language because it is easy to learn.	(√)
5	The VB.net language is used in producing Windows applications and Web applications	(√)
6	The VB.net language is used in producing Web applications only.	(X)
7	The VB.net language can't be used in producing Windows applications	(X)
8	Every Object is characterized by certain properties and certain behavior when a certain event occurs on it. **Enrichment**	(√)
9	Events and procedures which belong to any object in VB.net language are called properties. **Enrichment**	(X)
10	The name, the size and color of an object are all samples of events that can occur to the object in VB.net language. **Enrichment**	(X)
11	The name, the size and color of an object are all samples of properties of some objects in VB.net language. **Enrichment**	(√)
12	The Events are the commands and instructions which are carried out when a certain procedure occurs to the object in VB.net language. **Enrichment**	(X)
13	The procedures are the commands and instructions which are carried out when a certain procedure occurs to the object in VB.net language. **Enrichment**	(√)
14	Pressing click and D-click are samples of some events that can occur to an object in VB.net language. **Enrichment**	(√)
15	Framework.net contains Compilers, libraries and runtime environment	(√)
16	Compilers in Framework. Net are considered the environment of runtime for applications which are produced in VB.net language.	(X)



17 Compilers are programmers that translate commands and instructions written by the programmer from the high level language into machine language. (√)

18 Object Oriented Programming Languages are the languages that work through objects in memory. (√)

19 All programming languages which carry out a group of commands and instructions are considered as Event Driven languages. (X)

20 Visual Studio is considered IDE because it includes a group of tools, elements and characteristics necessary to produce applications. (√)

Second: Choose the correct answer to complete each statement

1-Object Oriented programming language depends on:

a- using Windows applications.

b- Using Web applications

c- **Objects in computer memory**.

2-You can produce Windows applications or Web applications by using:

a- Objects in computer memory

b- **VB.net language**

c- Properties and Events

3- Characteristics which describe the object such as size, name and color are called:

Enrichment

a- **Properties** b- procedures c- Events

4-Click on Button is: Enrichment

a- property b- procedure c- **Event**

5-Commands and instructions which we want to carry out are called: Enrichment

a –properties b –**producers** c - Events



6- The Properties term refers to: Enrichment

a- **Features that describe the object**.

b- Events that can occur to the object.

c- Commands and instructions that are carried out.

7-The Events term refers to: Enrichment

a- properties that describe the object.

b- **Events that can occur to the object**.

c- Commands and instructions that are carried out.

8-The Procedures term refers to: Enrichment

a- properties that describe the object.

b- Events that can occur to the object.

c- **Commands and instructions that are carried out**.

9-libraries, Compilers and Environment of runtime of applications are the most important components of:

a- Object Oriented.

b- Event Driven.

c- **.Net Framework**

10- IDE is called:

a- Visual Basic.net

b- **Visual Studio**.

c- .Net Framework



Topic 3

Put (√) or (X) :

No.	Statement	Answer
1	The function of the property Right-To-Left of the Form is to define the direction of Controls from right to left.	(√)
2	The function of the property Right-To-Left of the Form is to define the state of the Form on the screen in a position of Maximizing or Minimizing.	(X)
3	Setting the property Control Box of the Form can control the Form in a position of Maximizing during program runtime.	(X)
4	The property "Name" is used in showing a certain Text in the title bar of user window a name of the window.	(X)
5	The property Text is used in showing a certain text the title bar of user window.	(√)
6	Setting some properties of the Form is applied to Controls which are placed on the Form.	(√)
7	The effect of setting the Window State property of the form appears only in runtime Mode	(√)
8	You can change the location of Command Button on the Form through Size property.	(X)
9	You can change the location of Command Button on the Form through Location property.	(√)
10	Placing Controls automatically on the Form on the co-ordinate (0-0) is in the middle of the Form.	(X)
11	You can change the size of Label manually if Auto Size=true	(X)
12	You can change the size of Label manually if Auto Size=false	(√)
13	"Textbox control tool: is the only tool which has the property password Chart	(√)
14	"Textbox control tool: is the only tool which has the property Auto Size	(X)
15	List Box and Combo Box share in "Items" property.	(√)
16	List Box and Combo Box share in " Suggest " property	(X)

17 Group Box is the tool used in containg a group of controls, these controls have the same function on the Form. (√)

18 List Box is the tool used in containing a group of controls, these controls have the same function on the Form. (X)

19 Checkbox can be used on the Form to choose the Gender of student male or female. (X)

20 Combo box is the control tool that allows the user to choose one element of several elements in the smallest possible space on the form window (√)

Second: Choose the correct answer to complete each statement:

1- The function of "Right to Left" property of the Form is:

a- **define the direction of Control tools from Right to Left.**

b- define whether the layout of Control Tools on the Form is from Right to Left.

c- define the state of the window in a state of maximizing or minimizing.

2- Control Box property of the Form is helping to:

a- showing or hiding of Maximizing Box.

b- Control the appearance of the Form whether it is in a position of Minimizing / Maximizing /Normal.

C- **Control the appearance or disappearance of Control Box in the Form.**

3-The used property in showing a certain Text on the title bar of a Form is :

a- Name b-**Text** c-FormBorderStyle

4-On setting some properties of the Form, they are applied on Control Tools Which are placed on the Form (one of them is):

a-Name b-**Forecolor** c-Text

5-The effect of setting this property doesn't appear unless in runtime mode (This property is):

a-FormBorderStyle b-**Window State** c-Right-to-left

6-The property which is responsible for the size, shape and effect of the Text font shown on the Button is :

a-Back color b-Forecolor c-**Font**

7-You can change the position of the Button on the Form through the following processes except for:

A-drag and drop by the mouse

b-**setting Size property**

c-setting Location property

8-You can change the position of the Button on the Form through:

a-**setting Location property**

b-setting Size property

c-the eight squares around the Button

9-On inserting any Control Tool by pressing D-Click from the Toolbox on the Form , the appropriate place to be shown is :

a -**coordinate (0, 0)** b- the middle of the Form

c- the position of Control Tool is different according to the size of the Form

10-The size of Label is defined automatically on the Form if the property is:

a-Auto Size = False b- Border Style= Fixed Single c- **Auto Size=True**.

11-You can change the size of control "Label" manually if the property is :

a- **Auto Size = False-** b- Border Style= Fixed Single c- Auto Size=True-

12-The following properties belong to Textbox except for:

a-**Auto Size** b-Multiline c-Max Length

13-The Object Textbox is marked by one property:

a-**Auto Size** b-Name c-Password Chart

14-The right value which can be used to set the Password Chart of the Textbox is:

a-Pw b-True c-*****

15-The List Box and Combo Box share in this property:

a-Suggest b-**Item** c-Selection Mode

16-The Control Tool which is used in containing a group of controls that have the same function on the Form is:

a-Combo Box b-List Box c-**Group Box**

17-The Control tool which can be used on the Form to choose Gender of the student "male “or "female" is:

a-**Radio Button** b-Checkbox c-Textbox

18-The Control Tool which can be used on the Form and allows the user to choose more than one alternatives is :

a-Radio Button b-Group Box c-**Checkbox**

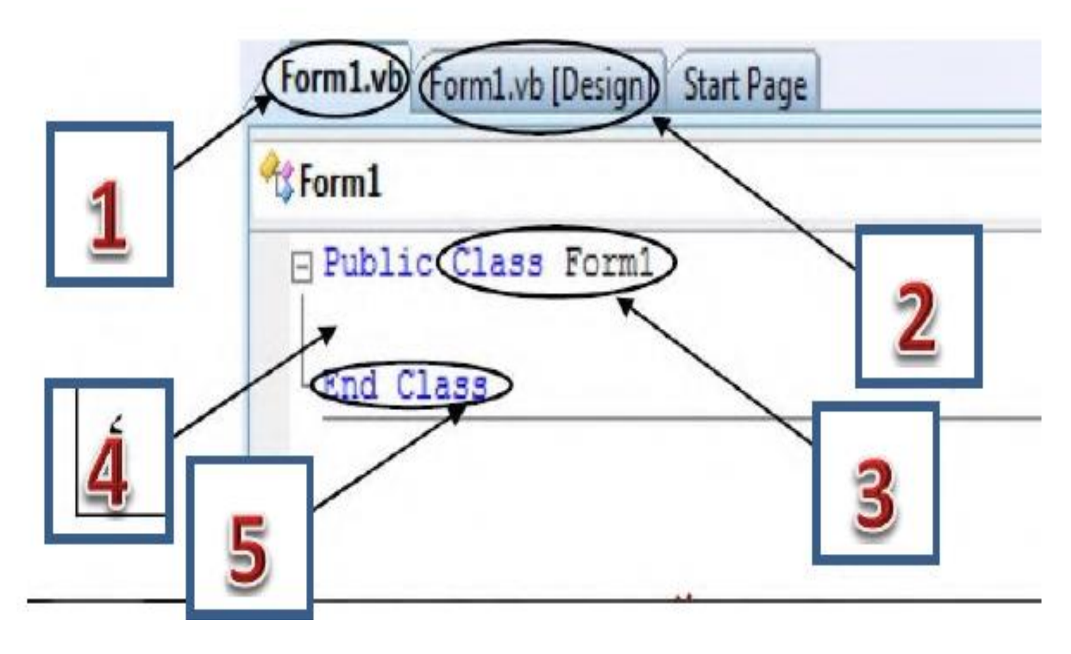
19-The Control Tool which allows the user to choose one item of 15 in the smallest possible area on the Form is:

a-**Combo Box** b-List Box c-Radio Box

Topic 4

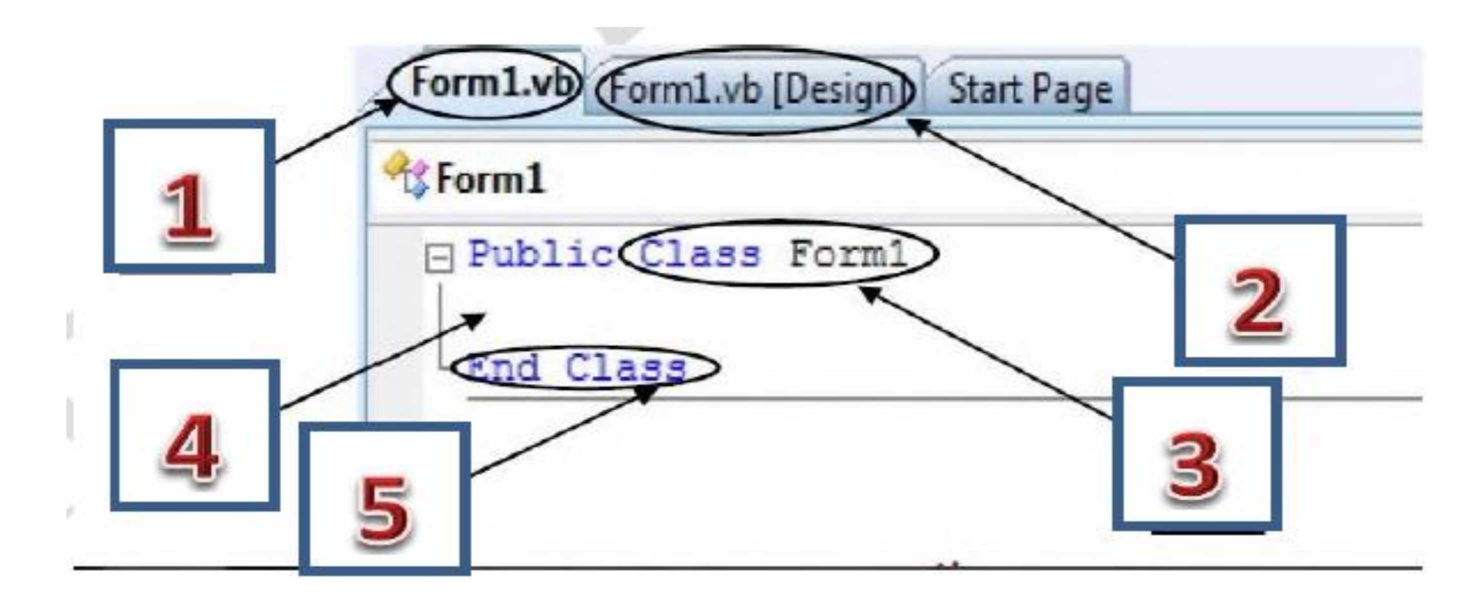
جروب فريق أصدقاء الكمبيوتر

First question: Complete the table with numbers (1) to (5), using the following screen to indicate what each number refers to:



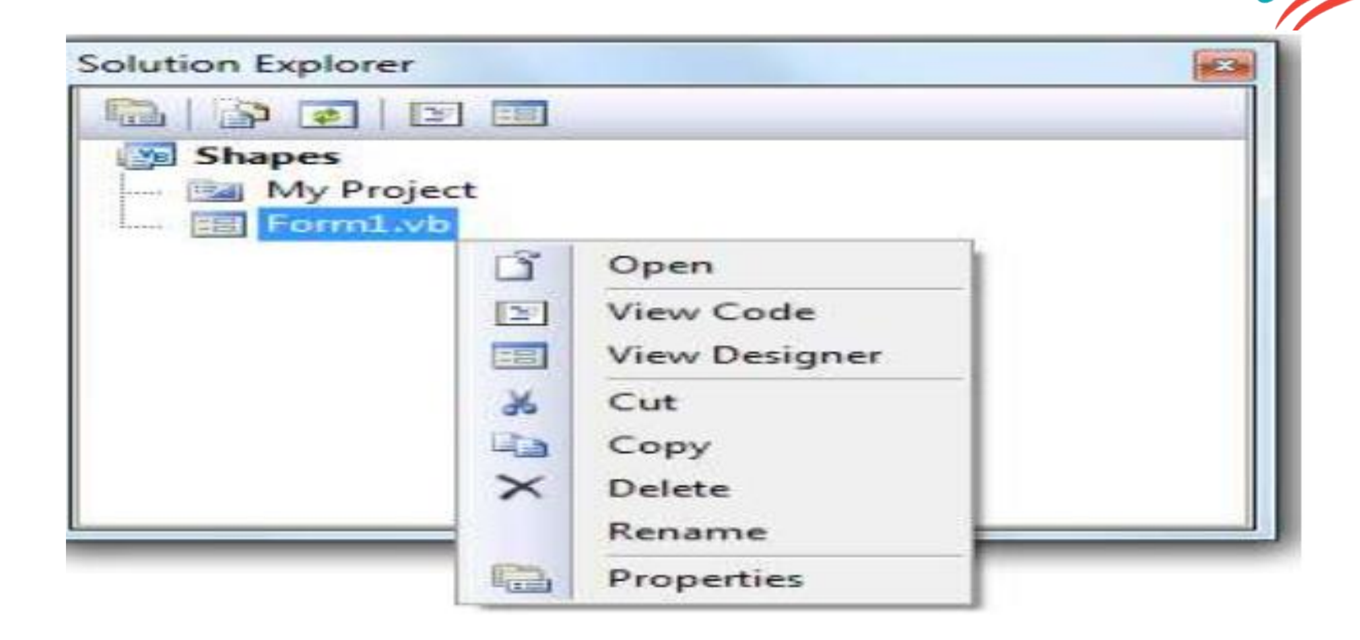
Number	Refers to
(5)	End of the class
(4)	Where to write the code for the class.
(2)	The name of the file where the Form interface design is saved.
(1)	The name of the file where the code is saved.
(3)	The beginning of the class.

Second question: Complete the solutions using the following screen:



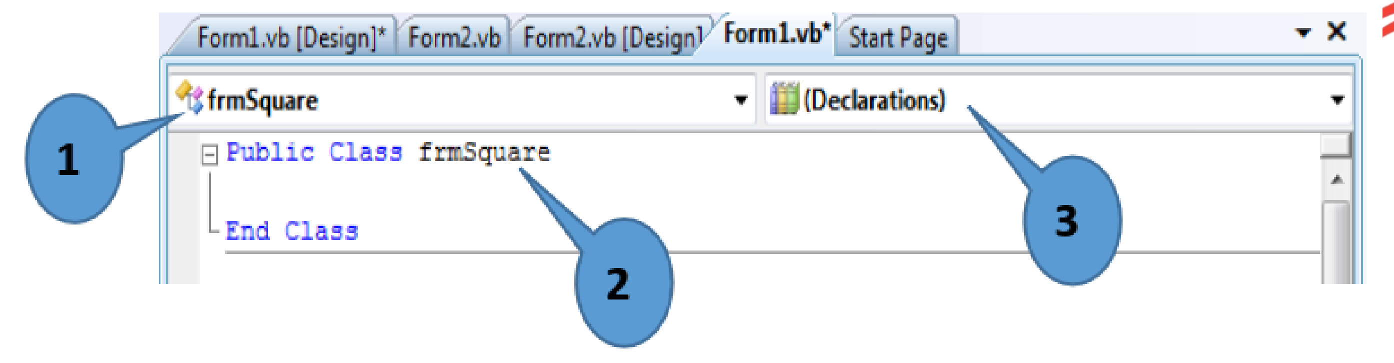
Number	Refers to
(1)	The name of the file where the code is saved.
(2)	The name of the file where the Form interface design is saved.
(3)	The beginning of the class.
(4)	Where to write the code for the class.
(5)	End of the class

Third question : Complete the solutions using the following screen:



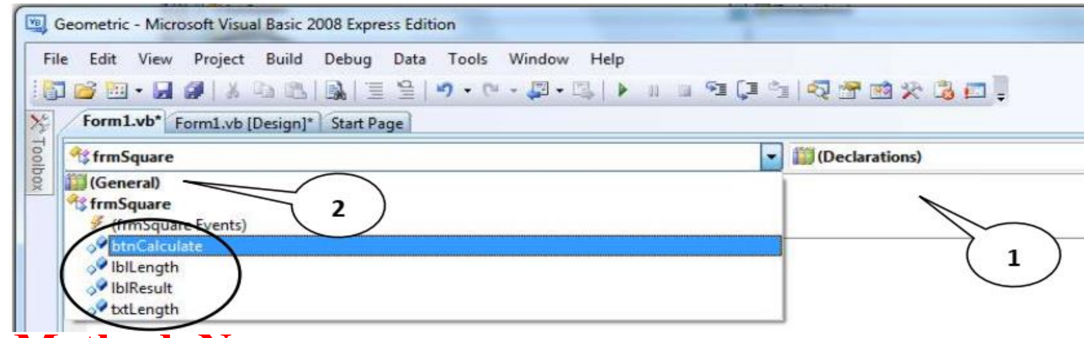
Number	Refers to
(1)	The name of the solution is **Shapes**
(2)	The name of the project is **Shapes**
(3)	We can enter the code window more than one way, through: • Command **View Code** In the shortcut menu. • Function key **F7**
(4)	The file name where the code will be saved **Form1.VB**

Fourth question : Complete the table using the following screen:



Number	Refers to
(1)	Class Name menu
(2)	Declaring a class frmsquare
(3)	Method Name menu

Fifth question : Complete the table using the following screenshot:



1-Number (1) refers to **Method Name**

2-The number (2) refers to **Class Name**

3-Mention three different controls on the previous screen

Button , Label1, Text Box1

4-The name of the class is **frmSquare**

Sixth question : Answer the questions using the following screenshot:



1- Write three different events from the previous screen

- **Click**

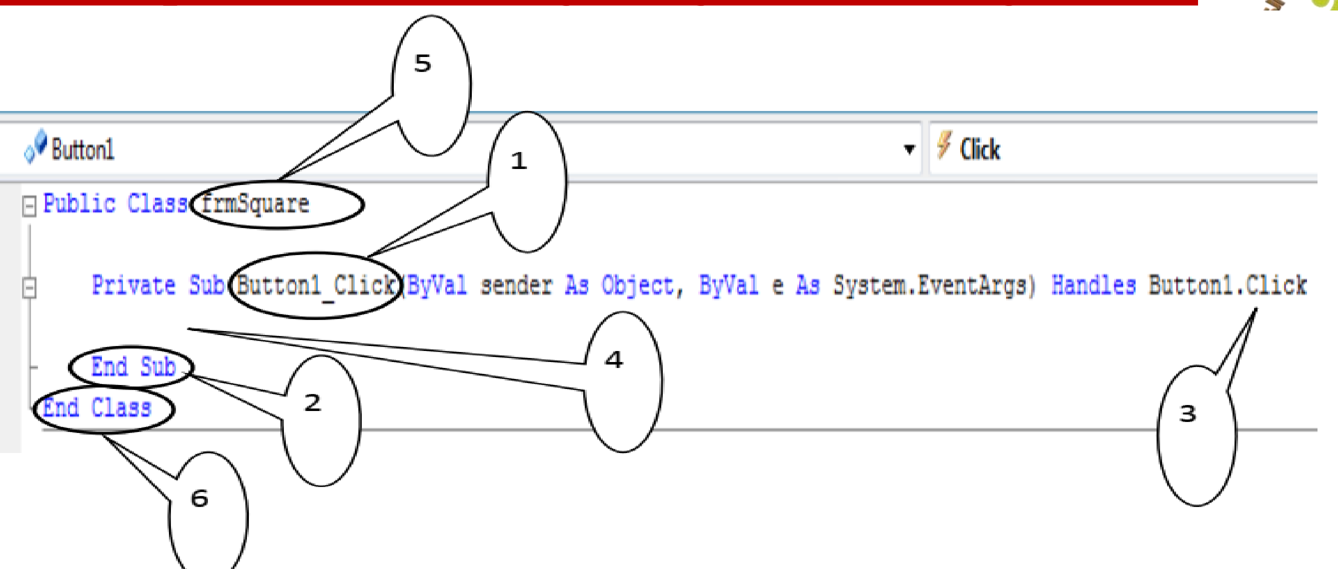
- **Auto Size Changed**

- **Causes Validation Changed**

2- frmSquare refers to **class name**

3- The events shown in the window are for the control tool **Button1**

7 : Complete the following using the following screen:



1 - **Procedure name**

2- **End of the procedure**

3 - **Reason for calling the procedure**

4- **Where to write the code**

5- **declaring a class called frmsquare**

6- **End of class**



8 : Explain the components of the general syntax for a command to programmatically set the properties of controllers:

Control Name. Property = Value

- Object name
- Property
- Property value

9 : Explain the following code in light of the controls' properties:

1-Button2 .Text = " End"

Show the word End on the face of the Button2

2- Label1 .Auto Size = " True"

Minimizing and maximizing of the title widget according to the size of the text displayed in it

المراجعة رقم (3)







Chapter 1 Questions

First: Put (✓) in front of the correct sentence and (X) in front of the wrong one:

١) خرائط التدفق تستخدم أشكال قياسية وخطوط لتمثيل خطوات حل مشكلة ما. (   )

1) Flowcharts use standard symbols and lines to represent a problem algorithm. (   )

٢) يمكن استخدام أي شكل هندسي لتمثيل خطوات الحل عند رسم خريطة التدفق. (   )

2) You can use any Geometric shape to represent Algorithm when drawing flowcharts. (   )

٣) يستخدم الرمز ⬭ للتعبير عن البداية والنهاية في خريطة التدفق. (   )

3) The symbol ⬭ is used to represent start and end of flowchart. (   )

٤) يستخدم رمز المستطيل ▭ ليعبر عن عملية إدخال بيانات. ( )

4) The rectangle ▭ symbol is used to represent the data input operation. (   )

٥) يستخدم الشكل ◇ لتمثيل عملية اتخاذ القرار في خرائط التدفق. ( )

5) The symbol ◇ is used to represent a decision process in flowcharts. (   )

٦) المشكلة تعني هدف أو ناتج مطلوب الوصول إليه. ( )

6) The problem means that an objective or output is required to reach. (   )

٧) إعداد كوب من الشاي يعتبر مثالاً لمشكلة. ( )

7) Preparing a cup of tea is an example of a problem. (   )

٨) حل المشكلة عبارة عن الخطوات والأنشطة والعمليات التي ينبغي القيام بها للوصول إلى هدف أو ناتج. ( )

8) Problem solving is the steps, activities, and processes to be done to reach an output or objective. (   )

٩) توثيق البرنامج عبارة عن مع مجموعة من الاجراءات المرتبة ترتيبا منطقيا لحل مشكلة معينة. ( )

9) The program documentation is a set of procedures arranged logically for solving a specific problem. (   )

١٠) اختبار صحة البرنامج عبارة عن كتابة كل الخطوات التي اتخذت لحل مشكلة ما. ( )

10) The program testing is writing down all the steps taken to solve a problem. (   )

١١) توثيق البرنامج يعني التأكد من خلو البرنامج من الأخطاء. ( )

11) Documenting the program means making sure that the program is free of errors. (   )

١٢) الخوارزمية Algorithm عبارة عن مجموعة من الاجراءات المرتبة ترتيبا منطقيا لحل مشكلة معينة. ( )

12) Algorithm is a set of procedures arranged logically for solving a specific problem. (   )

١٣) توثيق البرنامج عبارة عن كتابة كل الخطوات التي اتخذت لحل مشكلة ما. ( )

13) The program documentation is writing down all the steps taken to solve a problem. (   )

١٤) اختبار صحة البرنامج يعني التأكد من خلو البرنامج من الأخطاء. ( )

14) Testing the program means making sure that the program is free of errors. (   )

١٥) خرائط التدفق هي تمثيل تخطيطي يعتمد على رسم بعض الأشكال القياسية لتوضيح ترتيب عمليات حل مشكلة. ( )

15) Flowcharts are diagram representations which depend on drawing some standard symbols to clarify the order of procedures to solve a problem. (   )

١٦) تساعد خرائط التدفق على سهولة فهم المشكلة وتحليلها وتحويلها إلى برنامج. ( )

16) Flowcharts help to facilitate understanding of the problem, analyse and convert it to a program. (   )

Second: Choose the appropriate answer to complete each phrase of the following:

١- الخطوات والانشطة والعمليات التي ينبغي القيام بها للوصول إلى هدف أو ناتج يطلق عليها:
أ- تحديد المشكلة.   ب- المشكلة.   ج- حل المشكلة.

1 -Steps, activities and procedures to be done to reach an objective or an output - can be called:
a. problem definition   b. problem   c. problem solving

٢- عند رسم خرائط التدفق نستخدم:
أ- أشكالاً قياسية وخطوط.   ب- جميع الرموز الهندسية.   ج- شكل هندسي واحد.

2 -On drawing flowcharts we use:
a. standard symbols and lines   b. all geometric figures   c. one geometric figure

٣- مجموعة الإجراءات المرتبة ترتيبا منطقيا لحل مشكلة معينة يطلق عليها:
أ- المشكلة.   ب- الخوارزمية.   ج- اختبار صحة البرنامج.

3 -A set of procedures arranged logically for solving a specific problem – can be called:
a. problem   b. algorithm   c. program testing

٤- التأكد من خلو البرنامج من الخطاا يطلق عليها:
أ- اختبار صحة البرنامج.   ب- توثيق البرنامج.   ج- الخوارزمية.

4 -Making sure that the program is free of errors – can be called:
a. program testing   b. program documentation   c. algorithm

٥- كتابة كل الخطوات التي اتخذت لحل مشكلة ما يطلق عليها:
أ- توثيق البرنامج.   ب- اختبار صحة البرنامج.   ج- خرائط التدفق.

5 -Writing down all the steps taken to solve a problem errors – can be called:
a. program documentation   b. program testing   c. flowcharts

٦- يتضمن أسلوب حل المشكلة العديد من المصطلحات والمصطلح المعبر عن "إعداد كوب من العصير" هو:
أ- خريطة تدفق.   ب- خوارزمية.   ج- مشكلة.

6 -Problem-solving includes many terminologies, the terminology that expresses the preparation of a cup juice is:
a. Flowchart   b. algorithm   c. problem

٧- يتضمن أسلوب حل المشكلة العديد من المصطلحات والمصطلح المعبر عن "مسألة رياضية" هو:
أ- خوارزمية.   ب- مشكلة.   ج- تصميم برنامج على الكمبيوتر.

7 -Problem-solving approach includes many of the terminologies, the terminology that expresses the mathematical problem is:
a. Algorithm   b. problem   c. program design

٨- تمثيل تخطيطي يعتمد على رسم بعض الشكال القياسية لتوضيح ترتيب عمليات حل مشكلة نطلق عليه:
أ- مشكلة.   ب- الخوارزمية.   ج- خرائط التدفق.

8 -A diagramatic representation that depends on drawing some standard symbols to clarify the order of procedures to solve a problem can be called:
a. Problem   b. algorithm   c. flowchart

Start
M = 1
M < = 3
No
Yes
Print M
M = M + 1
END

٩- فى خريطة التدفق التالية:

9- In the following flowchart:

عدد مرات التكرار (طباعة قيمة M) هو :
أ- ٢   ب- ٣   ج- ٤

The number of iterations (print the value of M) is:
a- 2   b- 3   c- 4

10-In Flowchart of the previous question, the value of M after the end of the iterative loop equals:
a. 2   b- 3   c- 4

١٠- فى خريطة التدفق بالسؤال السابق قيمة M بعد انتهاء الحلقة التكرارية تساوى :
أ- ٢   ب- ٣   ج- ٤

Chapter 2 Questions

First: Put (✓) in front of the correct sentence and (X) in front of the wrong one:

١) لغة البرمجة VB.NET إحدى لغات البرمجة ذات المستوى العالي. ( )

1 -The VB.net language is one of the high level languages. ( )

٢) لغة البرمجة VB.NET إحدى لغات البرمجة الموجهة بالأحداث.

2 -The VB.net language is one of Event Driven languages. ( )

٣) تتميز لغة البرمجة VB.NET بأنها اللغة الوحيدة ذات المستوى العالي.

3 -The VB.net language is the only high level language. ( )

٤) تُصنف لغة VB.NET كإحدى لغات البرمجة ذات المستوى العالي بسبب سهولة تعلمها.

4- The VB.net language is considered a high level language because it is easy to learn. ( )

٥) تستخدم لغة البرمجة VB.NET في إنتاج تطبيقات مكتبية وتطبيقات ويب.

5- The VB.net language is used in producing Windows applications and Web applications. ( )

٦) يؤخذ على لغة البرمجة VB.NET استخدامها في إنتاج تطبيقات ويب فقط.

6 -The VB.net language is used in producing Web applications only. ( )

٧) يؤخذ على لغة البرمجة VB.NET أنه لا يمكن استخدامها في إنتاج تطبيقات مكتبية.

7 -The VB.net language can't be used in producing Windows applications. ( )

٨) يتميز كل كائن بخصائص وسلوك معين يقوم به عندما يقع عليه حدث معين.

8- Every Object is characterized by certain properties and certain behaviour when a certain event occurs on it. ( )

٩) الأحداث والإجراءات الخاصة بأي كائن في لغة البرمجة VB.NET يطلق عليها Properties خصائص.

9- Events and procedures which belong to any object in VB.net language are called properties. ( )

١٠) اسم الكائن وحجمه ولونه جميعها نماذج لأحداث يمكن أن تقع على الكائن في لغة البرمجة VB.NET.

10- The name, the size and colour of an object are all samples of events that can occur to the object in VB.net language. ( )

١١) اسم الكائن وحجمه ولونه جميعها نماذج للخصائص التي يمكن أن تتصف بها بعض الكائنات في لغة البرمجة VB.NET.

11- The name, the size and colour of an object are all samples of properties of some objects in VB.net language. ( )

١٢) الأحداث عبارة عن الأوامر والتعليمات التي يتم تنفيذها عند وقوع إجراء معين على الكائن في لغة البرمجة VB.NET.

12- The Events are the commands and instructions which are carried out when a certain procedure occurs to the object in VB.net language. ( )

١٣) الإجراءات عبارة عن الأوامر والتعليمات التي يتم تنفيذها عند وقوع إجراء معين على الكائن في لغة البرمجة VB.NET.

13- The procedures are the commands and instructions which are carried out when a certain procedure occurs to the object in VB.net language. ( )

١٤) الضغط Click و D-Click نماذج لبعض الأحداث التي يمكن أن تقع على كائن في لغة VB.NET.

14- Pressing click and D-click are samples of some events that can occur to an object in VB.net language. ( )

١٥) إطار العمل .NET Framework يحتوي على المترجمات والمكتبات وبيئة تشغيل برامج دوت نت.

15 -Framework.net contains Compilers, libraries and runtime environment. ( )

١٦) المترجمات في إطار العمل .NET Framework عبارة عن بيئة تشغيل التطبيقات التي يتم إنتاجها بلغة البرمجة VB.NET.

16- Compilers in Framework. Net are considered the environment of runtime for applications which are produced in VB.net language. ( )

١٧) المترجمات عبارة عن برامج تقوم بترجمة الأوامر والتعليمات التي يكتبها المبرمج من لغة المستوى العالي إلى لغة الآلة.

17 - Compilers are programmes that translate commands and instructions written by the programmer from the high level language into machine language. (   )

١٨)لغات البرمجة كائنية التوجه هي اللغات التي تعمل من خلال كائنات بالذاكرة.

18 -Object Oriented Programming Languages are the languages that work through objects in memory. (   )

١٩) كل لغات البرمجة التي تقوم بتنفيذ مجموعة من التعليمات والأوامر تعتبر من لغات البرمجة الموجهة بالأحداث.

19 -All programming languages which carry out a group of commands and instructions are considered as Event Driven languages (   )

٢٠) يعتبر Visual Studio بيئة تطوير متكاملة IDE لأنها تضم مجموعة من الأدوات والعناصر والخصائص اللازمة لإنتاج تطبيقات.

20- Visual Studio is considered IDE because it includes a group of tools, elements and characteristics necessary to produce app. (   )

Second: Choose the correct answer to complete each statement:

١- تعتمد لغات البرمجة كائنية التوجه على:

أ- استخدام تطبيقات مكتبية.　　ب- استخدام تطبيقات ويب.　　ج- كائنات في ذاكرة الكمبيوتر.

1-Object Oriented programming language depends on:

a- using Windows applications.　　b- Using Web applications

c- Objects in computer memory.

٢- تستطيع إنتاج تطبيقات مكتبية أو تطبيقات ويب باستخدام:

أ- كائنات في ذاكرة الكمبيوتر.　　ب- لغة البرمجة VB.NET.　　ج- خصائص وأحداث.

2-You can produce Windows applications or Web applications by using:

a- Objects in computer memory　　b- VB.net language　　c- Properties and Events

٣- مجموعة الصفات التي يتصف بها الكائن من طول واسم ولون وغيرها يطلق عليها:

أ- خصائص.　　ب- إجراءات.　　ج- أحداث.

3 -Characteristics which describe the object such as size, name and colour are called:

a- Properties　　b- procedures　　c- Events

٤- النقر Click على زر المر يعتبر:

أ- خاصية.　　ب- إجراء.　　ج- حدث.

4-Click on Button is:

a- property　　b- procedure　　c- Event

٥- مجموعة الوامر والتعليمات التي نرغب في تنفيذها يطلق عليها:

أ- خصائص.　　ب- إجراءات.　　ج- أحداث.

5-Commands and instructions which we want to carry out are called:

A -properties　　B -producers　　c - Events

٦- مصطلح Properties يشير إلى:

أ- السمات التي تصف الكائن وتميزه.　　ب- الأحداث التي يمكن أن تقع على الكائن.

ج- الأوامر والتعليمات التي يتم تنفيذها.

6 -The Properties term refers to:

a- Features that describe the object.　　b- Events that can occur to the object.

c- Commands and instructions that are carried out.

٧- مصطلح Events يشير إلى:

أ- السمات التي تصف الكائن وتميزه.　　ب- الأحداث التي يمكن أن تقع على الكائن.

ج- الأوامر والتعليمات التي يتم تنفيذها.

7-The Events term refers to:

a- properties that describe the object. b- Events that can occur to the object.
c- Commands and instructions that are carried out.

٨- مصطلح Proceduresيشير إلى:
أ- السمات التي تصف الكائن وتميزه. ب- الأحداث التي يمكن أن تقع على الكائن.
ج- الأوامر والتعليمات التي يتم تنفيذها.

8-The Procedures term refers to:
a- properties that describe the object. b- Events that can occur to the object.
c- Commands and instructions that are carried out.

٩- المكتبات والمترجمات وبيئة تشغيل التطبيقات من أهم العناصر المكونة لـ ....
أ- Object Oriented ب- .Event Driven ج- Net Framework

9-libraries, Compilers and Environment of runtime of applications are the most important components of:
a- Object Oriented. b- Event Driven. c- Framework.net.

١٠- بيئة التطوير المتكاملة IDEتطلق على:
أ- Visual Basic.NET ب- .Visual Studio ج- Net Framework

10 -IDE is called:
a- Visual Basic.net b- Visual Studio. c- Framwork.net.

Chapter 3 Questions

First : Put (✓)in front of the correct statement and(×) :

١) وظيفة الخاصية RightToLeftلنافذة النموذج Formتحديد اتجاه أدوات التحكم من اليمين إلى اليسار.
1- The function of the property RightToLeft of the Form is to define the direction of Controls from right to left. ( )

٢) وظيفة الخاصية RightToLeftلنافذة النموذج Formتحديد حالة النموذج على الشاشة في وض تكبير أو تصغير.
2- The function of the property RightToLeft of the Form is to define the state of the Form on the screen in a position of Maximizing or Minimizing. ( )

٣) ضبط الخاصية ControlBoxلنافذة النموذج يتحكم في إظهار Formفي وضع التكبير عند تشغيل البرنامج.
3- Setting the property ControlBox of the Form can control the Form in a position of Maximizing during programme.runtime. ( )

٤) تستخدم الخاصية Nameفي إظهار نص معين في شريط عنوان نافذة المستخدم كاسم للنافذة.
4- The property"Name" is used in showing a certain Text in the title bar of user window a name of the window. ( )

٥) تستخدم الخاصية Textفي إظهار نص معين في شريط عنوان نافذة المستخدم.
5- The property Text is used in showing a certain text the title bar of of user window . ( )

٦) ضبط بعض خصائص نافذة النموذجُ Formيطبق على أدوات التحكم التي يتم وضعها على نافذة النموذج.
6- Setting some properties of the Form is applied to Controls which are placed on the Form. ( )

٧) الخاصية WindowStateيظهر أثر ضبطها لنافذة النموذج Formفي نمط التشغيل فقط.
7- The effect of setting the WindowState property of the form appears only in runtime mode ( )

٨) تستطيع تغيير موضع زر الأمر Buttonعلى نافذة النموذج من خلال الخاصية .Size
8- You can change the location of Command Button on the Form through Size property. ( )

٩) تستطيع تغيير موضع زر الامر Buttonعلى نافذة النموذج من خلال الخاصية .Location
9- You can change the location of Command Button on the Form through Location property. ( )
١٠) إدراج أدوات التحكم تلقائيا على نافذة النموذج Formيكون عند الإحداثي (٠ و ٠) في منتصف نافذة النموذج.
10- Placing Controls automatically on the Form on the co-ordinate (0-0) is in the middle of the Form. ( )
١١) يمكن تغيير حجم أداة العنوان Labelيدويا إذا كانت AutoSize=True.
11- You can change the size of Label manually if AutoSize=true . ( )
١٢) يمكن تغيير حجم أداة العنوان Labelيدويا إذا كانت AutoSize=False
12- You can change the size of Label manually if AutoSize=false . ( )
١٣) تنفرد أداة التحكم TextBoxبالخاصية PasswordChar
13- Textbox control tool: is the only tool which has the property passwordChart .( )
١٤) تنفرد أداة التحكم TextBoxبالخاصية AutoSize.
14- Textbox control tool: is the only tool which has the property AutoSize . ( )
١٥) يشترك كل من أداة التحكم ListBox وأداة التحكم صندوق التحرير والسرد ComboBox في الخاصية Items.
15- ListBox and ComboBox share in "Items" property. ( )
١٦) يشترك كل من أداة التحكم ListBoxوأداة التحكم صندو التحرير والسردComboBox في الخاصية Suggest
16- ListBox and and ComboBox share in " Suggest " property . ( )
١٧) أداة التحكم التي تستخدم في احتواء مجموعة من عناصر التحكم ذات الوظيفة الواحدة على النموذج هي GroupBox.
17- GroupBox is the tool used in containg a group of controls, these controls have the same function on the Form. ( )
١٨) أداة التحكم التي تستخدم في احتوا مجموعة من عناصر التحكم ذات الوظيفة الواحدة على النموذج هي ListBox.
18- ListBox is the tool used in containg a group of controls, these controls have the same function on the Form. ( )
١٩) عنصر التحكم الذي يمكن استخدامه على نافذة النموذج ختيار نوع الطالب "ذكر" أم "أنثى" هو ChechBox.
19- CheckBox can be used on the Form to choose the Gender of student male or female. ( )
٢٠) ComboBoxهو أداة التحكم التي تسمح للمستخدم اختيار عنصر واحد من عدة عناصر في أصغر مساحة ممكنة على نافذة النموذج.
20- Combobox is the control tool that allows the user to choose one element of several elements in the smallest possible space on the form window. ( )

Second: Choose the correct answer to complete each statement-:

١) وظيفة الخاصية RightToLeftلنافذة النموذج Formهي:
أ- تحديد اتجاه أدوات التحكم من اليمين إلى اليسار.
ب- تحديد إذا ما كان تخطيط أدوات التحكم على النموذج من اليمين إلى اليسار .
ج- تحديد حالة شاشة النموذج في وضع تكبير أو تصغير.
1- The function of "Right to Left" property of the Form is:
a- define the direction of Control tools from Right to Left.
b- Define whether the layout of ControlTools on the Form is from Right to Left.
c-define the state of the window in a state of maximaizing or minimaizing.

٢- الخاصية ControlBoxلنافذة النموذج Formيساعد في:
أ- إظهار أو إخفاء صندوق التكبير.
ب- التحكم في إظهار نافذة النموذج في وضع تصغير /تكبير/عادي في نموط التشغيل.
ج- التحكم في إظهار أو إخفاء صندوق التحكم في نافذة النموذج.

2 -ControlBox property of the Form is helping to:
a- showing or hiding of Maximaizing Box.
b- Control the appearance of the Form whether it is in a position of Minimaizing / Maximaizing/ Normal.
C-Control the appearance or disappearance of ControlBox in the Form

٣ -الخاصية المستخدمة في إظهار نص معين في شريط عنوان نافذة النموذج هي:
أ- Name ب - Text ج- FormBorderStyle

3-The used property in showing a certain Text on the titlebar of a Form is:
a- Name b-Text c-FormBorderStyle

٤- عند ضبط بعض خصائص نافذة النموذج Form فإنها تطبق على أدوات التحكم التي يتم وضعها على نافذة النموذج من هذ الخصائص:
أ- Name ب- ForeColor ج- Text

4-On setting some properties of the Form, they are applied on Control Tools Which are placed on the Form (one of them is):
a-Name b-Forecolor c-Text

٥- الخاصية التي يظهر أثر ضبطها إ في نمط التشغيل لنافذة النموذج Form هي:
أ- FormBorderStyle ب- WindowState ج- RightToLeft

5-The effect of setting this property doesn't appear unless in runtime mode (This property is):
a-FormBorderStyle b-WindowState c-RightToLeft

٦- الخاصية المسئول عن شكل وحجم وتأثير خط النص الظاهر على زر الأمر Button هي:
أ- BackColor ب- ForeColor ج- Font

6-The property which is responsible for the size, shape and effect of the Text font shown on the Button is:
a-Backcolor b-Forecolor c-Font

٧) تستطيع تغيير موضع زر الأمر Button على نافذة النموذج Form من خلال العمليات التالية ما عدا:
أ- السحب والإفلات باستخدام الفأرة. ب- ضبط الخاصية .Size ج- ضبط الخاصية .Location

7-You can change the position of the Button on the Form through the following processes except for:
A-drag and drop by the mouse b-setting Size property
c-setting Location property

٨- تستطيع تغيير موضع زر الأمر Button على نافذة النموذج Form من خلال :
أ- ضبط الخاصية .Location ب- ضبط الخاصية .Size ج- المربعات الثمانية حول زر الأمر .Button

8-You can change the position of the Button on the Form through:
a- setting Location property b-setting Size property
c-the eight squares around the Button

٩- عند إدراج أي أداة تحكم بالضغط D-Click من مربع الأدوات Toolbox على نافذة النموذج فإن المكان الافتراضي لإظهارها هو:
أ- الإحداثي (٠،٠) ب- منتصف نافذة النموذج.
ج- يختلف موضع أداة التحكم حسب حجم نافذة النموذج .Form

9-On inserting any ControlTool by pressing D-Click from the ToolBox on the Form , the appropriate place to be shown is:
A-coordinate(٠ ,٠) b-the middle of the Form
c-the position of ControlTool is different according to the size of the Form

١٠) يتحدد حجم أداة العنوان Label تلقائيا على نافذة النموذج إذا كانت الخاصية:
أ- AutoSize = False ب- BordarStyle = FixedSingle
ج- AutoSize = True

10-The size of Label is defined automatically on the Form if the property is:
a-AutoSize = False b- BorderStyle= FixedSingle
c- AutoSize=True.

١١- يمكن تغيير حجم أداة العنوان Labelيدويا إذا كانت الخاصية:
أ- AutoSize = False ب- BordarStyle = FixedSingle ج- AutoSize = True

11-You can change the size of control "Label" manually if the property is:
a- AutoSize = False b- BorderStyle= FixedSingle c- AutoSize=True

١٢- الخصائص التالية جميعها لداة التحكم TextBoxما عدا الخاصية:
أ- AutoSize. ب- MultiLine. ج- MaxLength

12-The following properties belong to TextBox except for:
a-AutoSize b-MultiLine c-MaxLength

١٣- خاصية واحدة مما يلي ينفرد بها الكائن :TextBox
أ- AutoSize ب- Name ج- PasswordChar

13-The Object TextBox is marked by one property:
a-AutoSize b-Name c-PasswordChart

١٤- القيمة الصحيحة التي يمكن استخدامها من ا ختيارات التالية لضبط الخاصية PasswordChar لأداة التحكم TextBoxهي:
أ- PW ب- True ج- *.

14-The right value which can be used to set the PasswordChart of the TextBox is:
a-Pw b-True c- *

١٥- تشترك كل من أداة التحكم ListBoxوأداة التحكم صندوق التحرير والسرد CompoBox في الخاصية:
أ- Suggest ب- Item. ج- SelectioMode

15-The ListBox and ComboBox share in this property:
a-Suggest b-Item c-SelectionMode

١٦- أداة التحكم التي تستخدم في احتواء مجموعة من عناصر التحكم ذات الوظيفة الواحدة على النموذج هي:
أ- ComboBox. ب- ListBox ج-GroupBox

16-The ControlTool which is used in containing a group of controls that have the same function on the Form is:
a-ComboBox b-ListBox c-GroupBox

١٧- عنصر التحكم الذي يمكن استخدامه على نافذة النموذج اختيار نوع الطالب "ذكر" أم "أنثى" هو:
أ- RadioButton ب- CheckBox ج- TextBox

17-The Control tool which can be used on the Form to choose Gender of the student "male"or "female" is:
a-RadioButton b-CheckBox c-TextBox

١٨- أداة التحكم الذي يمكن استخدامها على نافذة النموذج بحيث تسمح للمستخدم اختيار أكثر من بديل هي:
أ- RadioButton ب- GroupBox ج- CheckBox

18-The ControlTool which can be used on the Form and allows the user to choose more than one alternatives is:
a-RadioButton b-GroupBox c-CheckBox

١٩- أداة التحكم التي تسمح للمستخدم باختيار عنصر واحد من ١٥عنصر في أصغر مساحة ممكنة على نافذة النموذج هي:
أ- ComboBox. ب- ListBox. ج- RadioBox.

19-The ControlTool which allows the user to choose one item of 15 in the smallest possible area on the Form is:
a-ComboBox b-ListBox c-RadioBox

Chapter 4 Questions

1) Put (✓) or (X) :-

١- نافذة الكود التي من خلالها يمكن كتابة الأوامر والتعليمات

1- Code window through which commands and instructions can be written. ( )

٢- يمكن فتح نافذة الكود فقط من خلال الضغط على مفتاحF7 .

2- The code window can be opened only by pressing the F7 key. ( )

٣- عندما يتم فتح نافذة الكود لأول مرة يظهر به إعلان عن تصنيف Classباسم Form1

3- When the code window is opened for the first time, an advertisement for the Class Classification appears with the name Form1. ( )

٤- يمكن كتابة الكود الخاص بنافذة النموذج أسفل سطر نهاية التصنيفEnd Class

4- The code for the form window can be written below the End Class line. ( )

٥- في شريط عنوان IDEيظهر اسم الحل واسم الاصدار المستخدم منIDE

5- In the title bar of the IDE, the name of the solution and the name of the version used from the IDE appear ( )

٦- يمكنك فتح نافذة الكود من خلال نافذة الحل عن طريق القائمة المختصرة لملف نافذة النموذج .

6- You can open the code window through the solution window through the shortcut menu of the form window file. ( )

٧. في نافذة الكود قائمة ال Class Nameتعرض أحداث أداة التحكم التي تم اختيارها من قائمةMethod Name

7. In the Code window, the Class Name list displays the events of the controller that was selected from the Method Name list. ( )

٨. عند فتح قائمة ال Class Nameتظهر أسماء أدوات التحكم مطابقة لخاصية Nameلدى كل واحدة منها.

8. When you open the Class Name list, the names of the controls appear corresponding to the Name property of each one of them. ( )

. معالج الحدث Event Handlerعبارة عن الحدث الذي يستدعى عند وقوع إجراء ما .

9. The event handler is the event that is called when an action occurs. ( )

١٠. عندما ينشأ معالج حدث Event Handlerيتكون اسمه من اسم أداة التحكم واسم الحدث .

10. When an event handler is created, its name consists of the name of the controller and the name of the event. ( )

١١. يكتب كود معالج الحدث Event Handlerقبل نهاية سطر معالج الحدثEnd Sub .

11. The event handler code is written before the end of the end sub line. ( )

١٢. يتم ضبط الخصائص فقط من خلال نافذة الخصائص .

12. The properties are only set through the properties window. ( )

١٣. لضبط الخصائص برمجيا تستخدم الصيغةControlName.Property=Value .

13. To set the properties programmatically the formula ControlName.Property=Value is used. ( )

١٤. في الصيغة ControlName.Property=Value أداة التحكم يمثلها كلمة Value.

14. In the formula ControlName.Property=Value, the control tool is represented by the word Value. ( )

2- Choose correct answers :-

١- يتم فتح نافذة Code Window بالضغط على مفتاح ....

أ- F5 ب- F7 ج- F4

1- The Code Window opens by pressing the …………

A- F5 B- F7 C- F4

٢- سطر نهاية التصنيف End Class يكتب .... الكود

أ- بعده ب- قبله ج- بعده وقبله

2- The line at the end of the category "End Class" writes ………….code

A- after it B- before it C- after it and before it

٣- يتكون اسم معالج الحدث عند إنشاءه عن طريق IDE من ....

أ- اسم أداة التحكم ب- اسم الحدث ج- اسم أداة التحكم واسم الحدث

3- The name of the event handler when generated by the IDE consists of … .

A- the name of the controller B- the name of the event

C- the name of the controller and the name of the event

٤- القائمة Class Name في نافذة الكود تعرض ....

أ- اسماء أدوات التحكم الموجودة على نافذة النموذج ب- الأحداث التي يمكن أن تقع على أحد أدوات التحكم

ج- أسماء معالجات الأحداث المختلفة

4- The Class Name list in the code window displays …………….

A- Names of the controls on the form window

B- Events that can occur on one of the controls

c- The names of the different event handlers

٥- القائمة Method Name في نافذة الكود تعرض ....

أ- اسماء أدوات التحكم الموجودة على نافذة النموذج ب- الأحداث التي يمكن أن تقع على أحد أدوات التحكم

ج- أسماء معالجات الأحداث المختلفة

5- The Method Name list in the code window displays ....

A- Names of the controls on the form window

B- Events that can occur on one of the controls

c- The names of the different event handlers

٦- اسماء ادوات التحكم التي ظهرت في قائمة .... Class Name

أ- مطابقة لقيمة خاصية Name لكل أداة ب- مطابقة لقيمة خاصية Text لكل أداة

ج- مطابقة لقيمة خاصية Click لكل أداة

6- The names of the controls that appeared in the list of .... Class Name

A- Match the value of the Name property of each tool

B- Match the value of the Text property of each tool

C - matching the value of the property Click for each tool

٧- لضبط الخصائص برمجيا نستخدم الصيغة ControlName . ……………… =Value

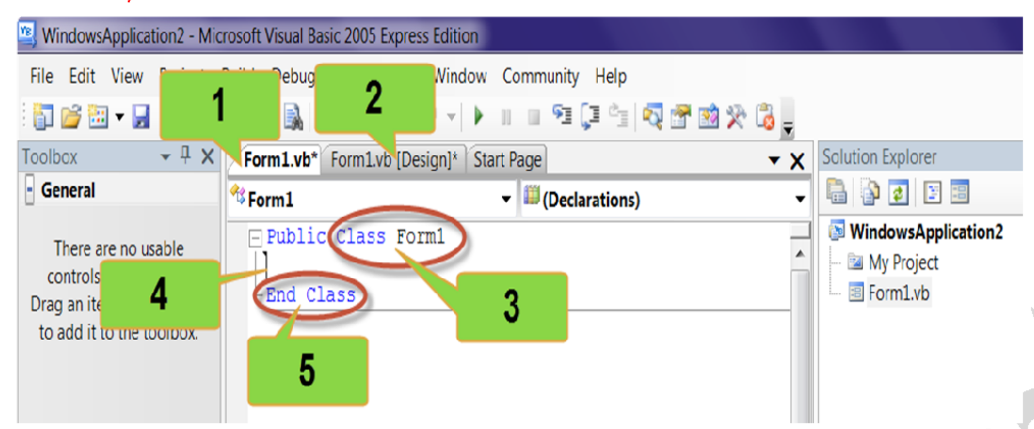
أ- Event ب- Property ج- Method

7- To set the properties programmatically we use the formula

ControlName . ……………… =Value

A- Event B- Property C- Method

3) From the above, the contents of the code window are:



Number	Indicate
(……..)	The end of class
(……..)	The place to write the codes of the class
(……..)	The name of the file that saves the design of the form interface
(……..)	The name of the file that saves the code
(……..)	The start of the class

2) Explain the components of the general syntax to adjust the properties of controls programmatically:

ControlName.Property = Value

ControlName	Property	Value

3) Explain the following codes through your pervious study for the general syntax to adjust the properties of control programmatically:

(A) Button2.Text = "END"

…………………………………………………………………………………

(B) Label1.AutoSize = True

…………………………………………………………………………………

.



كيفية طباعة صفحات معينة من ملف معين



مثلا ازاى نطبع الصفحات من صفحة 4 الى صفحة 9

File Edit View E-Sign Window Help

Open... Ctrl+O
Reopen PDFs from last session
Create
Insert Pages
Save Ctrl+S
Save As... Shift+Ctrl+S
Save as Other
Reduce File Size
Export To
Protect Using Password
Request Signatures
Share File
Revert
Close File Ctrl+W
Properties... Ctrl+D
Print... Ctrl+P
1 0003.pdf
2 E:\Image\pdf\0001.pdf
3 0001.pdf
4 Adobe Scan 2 Sep 2021.pdf
5 E:\Image\New folder\2.pdf
View All Recent Files...
Exit Application Ctrl+Q

خطوة 1

خطوة 2
اختيار اسم الطابعة بتاعتك

خطوة 3
كتابة الصفحات المراد طباعتها
نكتب رقم 4 ثم نكتب الشرطة دي – ثم نكتب 9

خطوة 4
اختيار نوع الورق

Print
Printer: HP LaserJet M207-M212 | Properties | Advanced | Help
Copies: 1 | Print in grayscale (black and white) | Save ink/toner
Pages to Print: All | Current | Pages 4 - 9
More Options
Page Sizing & Handling: Size | Poster | Multiple | Booklet
Fit | Actual size | Shrink oversized pages | Custom Scale: 100 %
Choose paper source by PDF page size
Orientation: Auto | Portrait | Landscape
Comments & Forms: Document and Markups | Summarize Comments
Document: 21.0 x 29.7cm
21.59 x 27.94 cm
Page 1 of 18
Page Setup... | Print | Cancel

خطوة 5
اختيار A4

Page Setup
Paper
Size: A4
Source: Automatically Select
Orientation: Portrait | Landscape
Margins (millimeters): Left: 25 | Right: 25 | Top: 25 | Bottom: 25
OK | Cancel

خطوة 6